

Edge of Darkness

Trail of Cthulhu Conversion notes

A short adventure included in Call of Cthulhu corebook, 5th and 6th edition. An excellent one-evening adventure to introduce players to Cthulhu or jump-start a campaign. It includes all familiar tropes Mythos role-playing – dying relative, long-buried secret, forbidden magics and indescribable creatures.

Rupert Merriweather

- **Medicine:** The man has advanced stage cancer. Judging by his conditions, he has days to live.

The Contents of the Box

The Gold Sarcophagus

- **History, Anthropology:** The box itself definitely belongs to Egypt's Middle Kingdom period, but the carvings on the inside of the lid are definitely not Egyptian – you can't even remotely place their origin.
- **Language (Egyptian)** is needed to translate the outside carvings. Otherwise **1-point spend of Bureaucracy, Credit Rating** or other appropriate social ability is needed to get somebody to translate the hieroglyphics.
- **Occult:** The carvings inside the box resemble those attributed to ancient continent of Mu.
- **Cthulhu Mythos** might be used to translate the carvings, but this is outside the scope of current scenario.

Reading the Journal

- Reading Merriweather's journal does not increase Cthulhu Mythos or requires Stability tests.

Further Research

- **Library Use** can be used to learn information listed under "History or Egyptology", "Occult" and "Newspapers".

De Vermiis Mysteries

- **3-point Credit Rating spend, or 2-point Anthropology/Archaeology/History spend** is the only way to convince professor Armitage to

give Investigators limited access to Restricted collection.

- This is a good point to introduce Investigators to Armitage Inquiry, if Keeper plans to use that particular Campaign Frame.

Ross Corners

- **Access Honesty:** The villagers are particularly dour and unfriendly.
- **Reassurance** or **Credit Rating** is needed to get people to open up.

The Farm House

- **Occult:** The symbols carved on the doors and windows are warding against otherworldly spirits.
- **Evidence Collection** locates the dead racoon.
- **Forensics** can be used to analyze the wounds.
- **1-point Forensics spend:** The wound on the raccoon has smooth edges, uncharacteristic of any animal bites.

The Front Room

- Have all players make **Sense Trouble test** without revealing difficulty. Investigator with the test result over 6 hears the sounds under the floor (see Cellar entry, below).

The Back Room

- **Evidence Collection:** Someone's been living here – the dust is disturbed, there are traces of fire in the fireplace, food leftovers, etc.

The Cigar Box

- **Chemistry** can be used to analyze familiar components of the powder.
- **Cthulhu Mythos** identifies the powder and its abilities.

The Sheaf of Yellowed Papers

The papers initially contain the summoning ritual (which can't be cast without material component), but the notes show that simply chanting the spell backward will banish the creature.

Banishing Ritual

This ritual can be used to expel the Lurker from this reality. During the ritual the Lurker will attempt to hamper the caster – this is modelled by extended contest played over two hours. As per extended contest rules, the first side to fail the roll loses. If the caster fails a check, he was distracted or frightened and broke the chanting; if the creature fails the check, it was subdued and won't bother the caster again.

The nature of the ritual allows changing the caster during the ritual (e.g. one person spends the first hour chanting, than somebody else spends the second hour chanting). In this case only person initiating the ritual has to pay the Cost and make initial Stability test, but the second person can participate in extended contest.

Don't forget that casting spells causes a Mythos shock.

Stability Test Difficulty: 4

Opposition: The ritual pits caster's Stability against Lurker's Resistance of 10.

Cost: Banishing the creature costs 4 Stability points or 2 Occult points (drawing the magical circle).

Time: The ritual must be cast at midnight, and requires two hours to complete.

The Cellar

- If anyone goes down the cellar, he gets another Sense Trouble roll (difficulty 3 if they are aware that somebody is here, otherwise 6). Failure means that Red Jake automatically hits the first Investigator with the table leg for d6-2 Damage. Success means that Red Jake must make a standard attack roll to hit Investigator. After that he either flees (if the opening presents itself), or fights.

Red Jake, Horrified Hobo

Athletics 7, Health 6, Scuffling 5, Stability -2.

Hit Threshold: 4

Weapon: -2 (table leg)

The Lurker in the Attic

- If someone investigates the trapdoor leading to the attic, the creature living there attacks him. Call for **Sense Trouble test against difficulty 5**. If successful, Investigator can act before creature is upon him. If failed, the creature gets a free attack. Being attacked by the creature causes **2-point Stability test**.

The Lurker in the Attic

Athletics 10, Health 9, Scuffling 8.

Hit Threshold: 8 (almost immaterial)

Alertness Modifier: +0

Stealth Modifier: +2 (almost invisible)

Weapon: +1 (claw), -1 (acid)

Stability Loss: +1

The Ceremony

During the ceremony the creature will attempt to distract the chanting Investigators. Try to pace the tests evenly to cover the hour of the ceremony.

There are several ways for the Lurker to distract the Investigators:

- Sounds – howling, curses, groans, etc.
- Dropping acid, foreshadowed by an evil smell.
- Shaking the house.

Generally, those attempts are targeted at the chanting Investigator, but those who are just present might have to do **1 or 2-point Stability Tests**.

Right after it loses the contest, the Lurker makes a final attempt to disrupt the ritual – it sends a zombie (or two) at the Investigators.

Lurker-Controlled Zombie

Athletics 5, Health 8, Scuffling 5.

Hit Threshold: 3

Weapon: -2 (bare hands)

Stability Loss: +0

Seeing a zombie is a **3-point Stability test**. Do not forget that zombies can't enter the house.

If this final attempt fails, the ritual proceeds, and the creature itself appears in the summoning circle, and then gone. Seeing the Lurker causes a **5-point Stability Test (Mythos shock, Difficulty 5)**.